
Real-Time High-Resolution Background Matting

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Problem Statement

What is Background Matting?

When is it used?

Why do we need it?

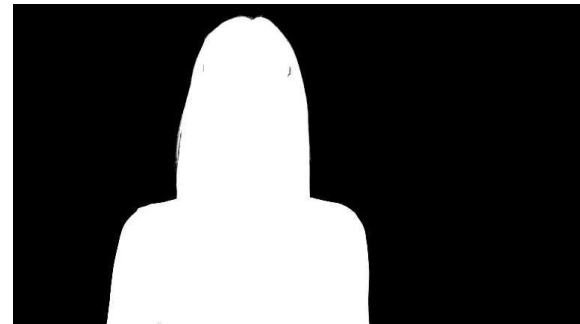
Input to our models



Background



Source



Alpha



Our Dataset

Dataset publicly available:

- HD background and VideoMatte240K by U of Washington
- Places365 by MIT

What do they consist of?

Can we use it for our project?

Curating the background images



Input to YoloV3



- Person detected
- Image deleted



Input to YoloV3

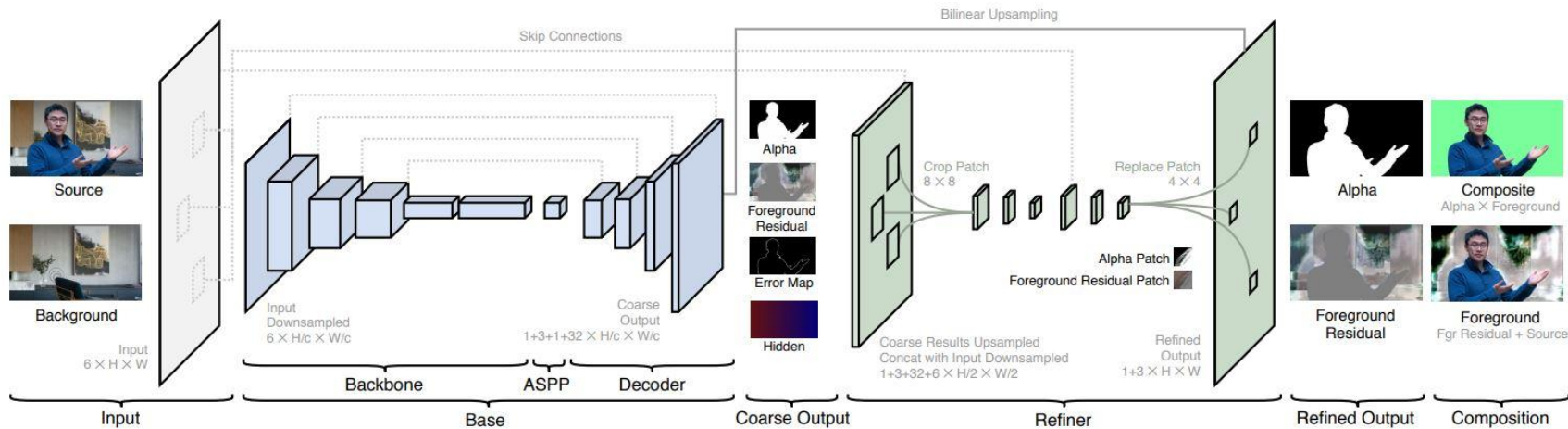


- No Person detected
- Image kept

Creating the source images



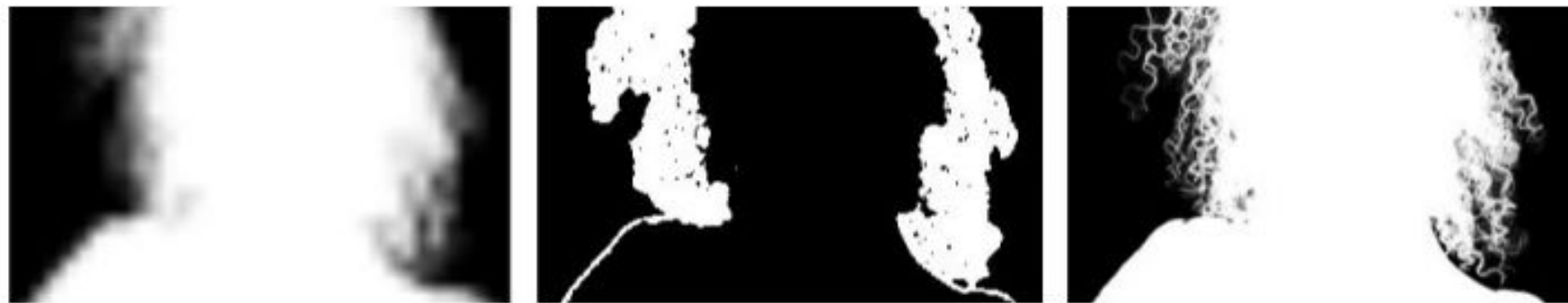
Model Architecture



Implementation: Base Network

```
resnet = ResNet101(  
    weights='imagenet',  
    include_top=False,  
    input_tensor=img  
)  
resnet.trainable=False  
backbone_in = resnet.input  
...  
  
# conv block 1  
conv1 = Conv2D(ASPP_FILTERS, 1, ...)(x)  
conv1 = BatchNormalization(momentum=MOMENTUM, epsilon=EPSILON)(conv1)  
conv1 = ReLU()(conv1)  
  
# conv block 2  
conv2 = Conv2D(ASPP_FILTERS, 3, ...)(x)  
conv2 = BatchNormalization(momentum=MOMENTUM, epsilon=EPSILON)(conv2)  
conv2 = ReLU()(conv2)  
  
...  
  
pyr = tf.concat([conv1, conv2, conv3, conv4, pool], axis=-1)
```


Implementation: Refinement Network



(a) Coarse

(b) Selection

(c) Refined

Implementation: Loss Function

```
def base_alpha_mse_loss(pha_true, preds):  
    pha_pred = tf.clip_by_value(preds[:, :, :, 0:1], 0, 1)  
    pha_true = tf.cast(tf.reshape(pha_true, tf.shape(pha_pred)), tf.float32)  
    return tf.math.squared_difference(pha_true, pha_pred)  
  
def full_alpha_mse_loss(pha_true, pha_pred):  
    pha_true = tf.cast(tf.reshape(pha_true, tf.shape(pha_pred)), tf.float32)  
    return tf.math.squared_difference(pha_true, pha_pred)
```

Results





Further improvement

- Train the base network on the entire dataset provided
- Understand why the refinement network crashes during training
- Test is real time

References

- [1] A. Farhadi J. Redmon. *YOLOv3: A Incremental Improvement*. 2018. DOI: <http://arxiv.org/abs/1804.02767>.
- [2] Sengupta Lin Ryabtsev. *Real-Time High-Resolution Background Matting*. 2020. DOI: <https://arxiv.org/pdf/2012.07810v1.pdf>.